



JAYPEE UNIVERSITY OF INFORMATION TECHNOLOGY



2019

#Guts&Glory

Annual Sports Meet

4th & 5th October 2019

@jyc.juit

WELCOME NOTE



PARAKRAM is the annual sports-fest of **Jaypee University Of Information Technology, Solan**, held each year with great zeal and enthusiasm. In this era of computerization and globalization where our lives have become so stressful, sports and games not only provide a gateway for recreation, but they also impart values like **discipline, responsibility, self-confidence, sacrifice and accountability**. This is exactly what the PARAKRAM aims to achieve with its motto "**Guts and Glory.**"

On **4th October, 2019** the university will host hundreds of participants from various esteemed institutes.

We cordially invite you to be a witness of this momentous sports festival and live up to the glory of the sports.



TABLE TENNIS

The **Table Tennis** competition will consist of two events: **men's teams and women's teams**.

TEAM EVENTS

- If a player is not able to play a match due to injury he or she will forfeit the match but he or she can participate in his subsequent matches of the team match. If a player is not able to play, the team may continue the competition with two players.
- For the men's team event, each team may consist of five individual matches and shall end when one team has won a majority of the possible individual matches. Each individual match shall be the best of five games.
- Before the start of the match, the team that won the toss shall choose to be either the ABC team or the XYZ team. The captain shall nominate the players who will play the singles matches. The remaining matches (if necessary) will be set in a way to ensure that each player plays a maximum of two matches.
- For the women's team events, each team match will consist of three matches, the second match being a doubles match.
- The team competition will follow a Group and Knockout (single elimination) format. The teams will be divided into four groups. In each group, every team will play against each of their opponents (in the same group) once. The top two teams will qualify for the knockout phase. In the knockout phase, the winners of the group will play with one of the runners-up from other groups.
- Prizes and medals will be awarded to only the top two teams.

DISQUALIFICATION: GENERAL PRINCIPLES

- The referee shall have power to disqualify a player from a match, a team match, an event or a competition for seriously unfair or offensive behaviour.
- If a player is disqualified from two matches of the team event, he or she shall automatically be disqualified from that team event.
- These rules of the ITTF Handbook 2013-2014 as adopted from time to time by the Table Tennis Federation of India shall apply unless otherwise modified.

Maximum teams to be entertained will be 16 for boys and 10 for girls.

Each team will have squad of 3 members and registration should be done.



VOLLEYBALL

ALL RULES ARE ACCORDING TO FIVB (FEDERATION INTERNATIONALE DE VOLLEYBALL)

- A team that without any justifiable reason does not appear on the playing court on time will lose the chance of playing and the points will be awarded to the opponents.
- All league matches will be of 3 sets and all semi-finals and final will be of 5 sets.
- The valid reason has to be put forward to the OFFICIALS or the JUDGES and their final decision remains final. However the team can continue participating in the competition.
- Before the start of each set the coach or the captain in case of the coach's absence has to present the starting line-up of his/her team on a line-up sheet.
- Once the line-up sheet has been submitted no changes can be made without a regular substitution.
- If two or more faults are committed successively only the first one is considered.
- If faults are committed by both the teams simultaneously then the point becomes void i.e. it is a common point.
- Total number of players - 12 including the Libero.
- Each team can request a maximum of 2 time-outs and 6 substitutes per set.
- There must be a completed rally between two separate substitution requests by the same team.
- Time - t requests must be made by showing the corresponding hand signal, when the ball is out of play and before the whistle for service.
- All requested time-outs last for 30 seconds.

BASIC VIOLATIONS

- Stepping out or even a line on a serve.
- Failure to serve the ball over the net successfully.
- Hitting the ball illegally (Carrying ,Palming, Throwing, etc.)
- Touches of the net with any part of the body while the ball is in play. If ball is driven into the net with such force that it causes that net to contact an opposing player, no foul will be called, and ball shall continue to be in play.
- Reaching over the net, except under these conditions:
- When executing a follow through.
- When blocking a ball which is in the opponents court but is being returned (the blocker must not contact the ball until after the opponent who is attempting to return the ball makes contact). Except to block the third play. Reaches under the net (if it interferes with the ball or opposing player).
- Failure to serve in the correct order.

CONDUCT:

- Participants must know the "Official Volleyball Rules" and abide by them.
- Participants must accept referees' decisions with sportsmanlike conduct, without disputing them.
- In case of doubt, clarification may be requested only through the game captain.
- Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their team.

RULES AND SCHEDULES ARE SUBJECT TO CHANGE IN THE SPIRIT THE GAME & FESTIVAL AND THE FINAL DECISION RESTS WITH THE PARAKRAM ORGANISING TEAM.

- **MAXIMUM TEAMS TO BE ENTERTAINED WILL BE 12 FOR BOYS AND 6 FOR GIRLS**
- **EACH TEAM WILL HAVE SQUAD OF 11 FOR BOYS AND 9 FOR GIRLS**

All players should come in proper kits (shorts, t-shirts).

Players should have clean Non – marking shoes and should be used only on the court(shoes should be changed only on arriving at the court).

Format of the match is:-

MEN : 1st single 2nd singles 1st doubles 3rd singles 2nd doubles

WOMEN : 1st singles 1st doubles 2nd singles

- League matches will have 3 games(best of 3) of 15 points each. Rest of all matches will have 21 points each.
- There should be a maximum of 6 players in a men's team and a maximum of 4 players in a women's team
- A player can play a maximum of two matches i.e. 1 singles and 1 doubles.
- Teams should report 15 minutes before their scheduled matches else the opposition team will be declared winner by walkover.
- During the match only two people, including the coach, can sit near the court. Others will have to sit in the stands.
- Practice slots will be provided, no team will be allowed to practice on court other than their slot.
- Any kind of interference/misconduct during the conduction of the game will lead to disqualification of the team.

In case of tie during the league stage:-

- In case of tie (in number of matches won) between two teams, the winner of their match would proceed to next round.
- In case of tie between more than 2 teams, the difference of team score between each team would be considered (team with bigger margin would proceed to next round).If tie still continues the difference in score line of each match would be considered for the decision.
- Overall the decision of referee will be final.
- All the rules and standards apart from above mentioned are according to the World Badminton Federations's rule book (BWF HANDBOOK || (LAWS OF BADMINTON & REGULATIONS | 2010/2011).

**RULES & SCHEDULE ARE SUBJECT TO CHANGE IN THE SPIRIT OF THE GAME & FESTIVAL AND THE FINAL DECISION RESTS WITH THE PARAKRAM ORGANIZING TEAM
MAXIMUM TEAM TO BE ENTERTAINED WILL BE 8 FOR BOTH BOYS AND GIRLS.

A team minimum of 4 player and max 5 should be registered.

- The maximum team limit is **12 players and a coach**.
- A team member is entitled to play when his name has been entered on the score-sheet before the start of the game and as long as he has neither been disqualified nor committed five (5) fouls.
- Each team member shall wear a shirt numbered (4-15) on the front and back with plain numbers of a solid color containing with the color of the shirt. The numbers shall be clearly visible.
- Any equipment that is designed to increase a player's height or reach or in any other way give an unfair advantage is not permitted. Also equipment that can harm other players are also not allowed.
- The captain shall immediately at the end of the game, inform the referee if his team is protesting against the result of the game and sign the score sheet in the space marked "Captain's signature" in case of protest.

PLAYING TIME, TIED SCORE AND EXTRA PERIODS:

- The game shall consist of four (4) periods of ten (10) minutes.
- There shall be an interval of play of twenty (20) minutes before the game is scheduled to begin.
- There shall be an interval of play of two (2) minutes between the first and second period (first half), between the third and fourth (second half) and before each extra period.
- There shall be a half-time interval of play of ten (10) minutes.
- If the score is tied at the end of playing time for the fourth period the game shall continue with as many extra periods of five (5) minutes as is necessary to break the tie.
- If a foul is committed when or just before the game clock signal sounds for the end of the playing time, any eventual free throw(s) shall be administered after the end of playing time.
- If an extra period is required as a result of this free throw(s) then all fouls committed after the end of playing time shall be considered to have occurred during an interval of play and the free throw shall be considered before the beginning of the extra period.
- Match starts with a jump ball, player of same team may not occupy adjacent positions if the opponent wishes to occupy one of those positions. Jump ball may be cancelled or redone if the referee finds it not correct.

- Alternating possession procedure in all jump ball situations except in the beginning the team will get alternate possession of the ball for a throw in.
- The ball is played with hand(s) only can be passed, trapped, dribbled, rolled in any direction subject to the restriction of some rules.
- A player shall not run with the ball deliberately kick or block it with any part of the leg or strike it with the fist, however if the touch with any part of the body is accidental then it may not be given as a violation.
- A goal is made when a live ball enters the basket from above and remains within or passes through the basket. The ball is considered to be within the basket when the slightest part of the ball is within and below the level of the ring.

POINTS ON VARIOUS GOALS:

- Free throw- 1 pt.
- Field goal from 2 pt field goal area- 2 pts.
- Field goal form 3 pt field goal area- 3 pts.
- A player taking a throw in shall not take more than 5 seconds and shall not cross or touch the boundary lines before making the pass.

Maximum teams to be entertained will be 12 for boys and 8 for girls.

A team's roster may have up to 12 players on it for the entire event.



HANDBALL

The maximum team player limit is 12, minimum 9 and a coach.

There are seven players on each team (six court players and one goalie). A maximum of 12 players may dress and participate in a game for each team. Substitutes may enter the game at any time through own substitution area as long as the player they are replacing has left the court.

Uniform of the players: Player numbers are 1 to 20. The goalkeeper must wear a different color shirt from teammates and opponents.

Duration of the Game: The game consists of two 20-minute halves with a 10-minute half-time. This is running time except for injury or one team time-out per half. The teams change benches at half-time. The game ends in a tie unless the game demands a winner. (Tournament rules dictate that a winner must be determined.) Overtime consists of two 5-minute periods.

Progressive Punishments: Pertain to fouls that require more punishment than just a free throw. "Actions" directed mainly at the opponent and not the ball (Such as reaching around, holding, pushing, hitting, tripping and jumping into an opponent) are to be punished progressively. Warnings (Yellow card): The referee gives only one warning to a player for rule violations and a total of three to a team. Exceeding these limits results in 2-minute suspensions thereafter. Warnings are not required prior to giving out a 2-minute suspension.

2-minute suspension awarded for:

- Serious or repeated rules violations
- Unsportsmanlike conduct –illegal substitution
- The suspended player's team plays short for 2 minutes.

Disqualification and Exclusion(Red card): A disqualification is the equivalent of three, 2-minute suspensions. A disqualified player must leave court and bench, but the team can replace player after the 2-minute suspension expires. An exclusion is given for assault. The excluded player's team continues short one player for rest of the game.

Maximum teams to be entertained will be 12 for both boys and girls

Team will have squad of maximum 12 players.



CHESS

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- A close-up photograph of a man with dark hair and a beard, wearing a dark t-shirt, sitting at a chessboard and looking down at the pieces. The chessboard is set up with black and white pieces. In the background, there's a blurred view of what appears to be a building with a red roof and some greenery.
1. Matches shall be played according to the rules specified by the FIDE handbook.
 2. The tournament will be league stage of 5 teams top 2 teams will qualify further.
 3. Only 4 teams can register on first come serve basis.
 4. Each team will have a squad of 5 members and the registration of the members should be done.





Parakram 2019

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Note: Since we have limited entries for the event so registrations will be done on first come first serve basis.

Sports Coordinators

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